

## Chad Miller (Men of Bree / Treasure Hunter)

You are an ordinary boy from an ordinary farm, living an ordinary life of working in the fields with the grown-ups, stick-fighting with your friends, and courting the girl you fancy. But when things start to go down in the ancient ruins nearby, nobody is safe, and somebody needs to do something. That somebody is you. And was there some talk of treasure? You don your father's old sword and join a band of adventurers to free your homeland of the Shadow.

**Kings of Norbury:** A few weeks ago, a band of ruffians came up along the Greenway, led by a woman carrying two knives. They invited people on a treasure hunt in the ruins of old Norbury, and many youngsters joined them, including your friend Amos. Now, they're coming back, threatening people and stealing foodstuff. They must be stopped. The treasure sounds interesting, though.

**Over hill and under hill:** Your father has been kidnapped! You were carrying his sword, hanging around with the local adventurers, and you arrived at the scene too late. Would he have been able to defend himself with a weapon, or would he have ended up killed like the other farmers?

**Fell Winter:** You have been helping the locals to the best of your ability, hauling firewood through the blizzard with a horse-drawn sleigh. Today, on one of your treks, you hear howling from behind...

---

---

### Starting values

Treasure	31
Hope	16/16
Shadow	0

---

---

**Bree-blood:** Increases the Fellowship score by 1 point (affects the whole Fellowship!).

**Desperate Courage:** When you choose to spend Hope on a roll, you can choose to also gain 1 Shadow to be Inspired for that roll (gain 2 Success Dice instead of 1).

### Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Ill-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

### Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

### Success icons (6 on 6-sided dice) in combat:

*Heavy Blow:* Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

*Pierce:* Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

### Conditions:

*Miserable* (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

*Weary* (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

*Wounded:* Slower Endurance recovery. When Wounded twice, hero is Dying.